

Wii™

Xenoblade

CHRONICLES

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feel dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION

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REV-E

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You may need only simple instructions to correct a problem with your product. Try our website at support.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available online or over the telephone, you will be offered express factory service through Nintendo. Please do not send any products to Nintendo without contacting us first.

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ORIGINAL MANUAL

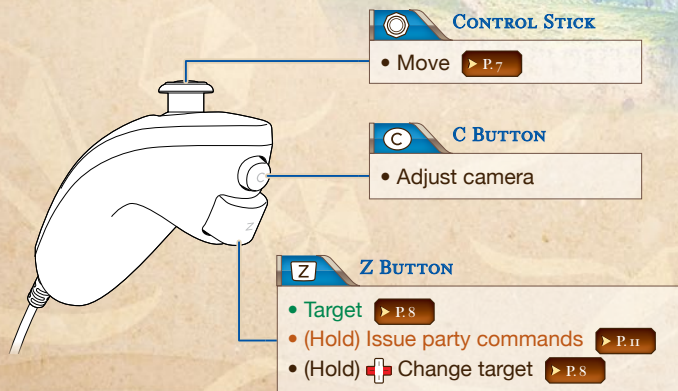
Any original instruction manuals included with this software are digital reproductions of the original printed manuals. They are as faithful as possible to those documents and feature a bare minimum of edits. Please note that some of their content may feel inappropriate to modern players; furthermore, reference may be made to features that can't be used in this version of the game, or the contact information provided may no longer be valid. Please also note that printed manuals were not always released in multiple languages in North America.

CONTROLS

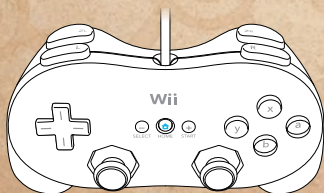
XENOBLADE CHRONICLES™ can be controlled using the Wii Remote™ and Nunchuk™ Controllers or the Classic Controller™. This instruction booklet focuses on the Wii Remote and Nunchuk controls.

Field-only controls are in green. ▶ P.7
Battle-only controls are in orange. ▶ P.8
See pages 12-15 for menu controls.

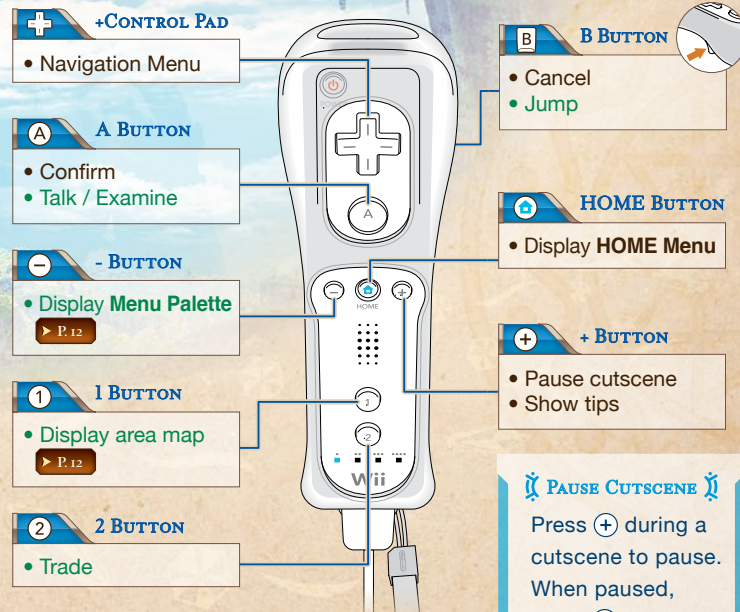
NUNCHUK CONTROLLER



CLASSIC CONTROLLER / CLASSIC CONTROLLER PRO™



Wii REMOTE CONTROLLER



Note: There are also controls specific to certain menu screens and game situations. Look out for the button icons that appear on-screen.

⏸ PAUSE CUTSCENE ⏸

Press **+** during a cutscene to pause. When paused, press **A** to skip it or **B** to resume.



GETTING STARTED

SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the system will check if you have the latest version of the system menu, and if necessary a Wii system menu update screen will appear. Select OK to proceed with the update. Please note that the Wii console must have the latest version of the Wii system menu in order to play the Game Disc.



When the system menu is updated, unauthorized hardware and/or software modifications may be detected and unauthorized content may be removed causing the immediate or delayed inoperability of your console. Failure to accept the update may render this game, and future games, unplayable. Please note that Nintendo cannot guarantee that unauthorized software or accessories will continue to function with the Wii console after this or future updates of the Wii system menu.

CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.
- Use the Wii Remote Jacket.

To play this game in English, change your language settings in the Wii System Settings.



TITLE SCREEN

Select an option with , then press (A) to confirm.



NEW GAME

Start a new game.

CONTINUE

Continue from a previously saved game. Select a save file and press (A) to load it. To delete a file, select it and press (2).

Note: Data cannot be restored once it has been erased or overwritten.



OPTIONS

Adjust various game settings.

Note: These settings will only affect a new game. To change settings in any saved games, access the Options Menu from the Menu Palette. 

SAVING THE GAME

Access the **Save Menu** from the **Menu Palette**. You can save a maximum of three save files at a time.

Note:

- You need 5 free blocks in the Wii System Memory to save your game.
- Do not turn off the power or press RESET while saving.
- For information on deleting your save data, or copying it to an SD Card, refer to the Wii Operations Manual – Channels & Settings, Wii Settings and Data Management.

FIELD: EXPLORING THE WORLD

Most of the action in **XENOBLADE CHRONICLES** takes place in the field. Here you can explore the vast world around you, fight enemies, talk to people, travel to your next destination, and much more.

FIELD DISPLAY

If you have a specific destination, an arrow will appear showing the direction and distance to your destination. The icons below may also appear, depending on the situation.

 **Story Memo** : Your destination is in another area. Consult the Story Memo by opening the **Menu Palette** and pressing **Z** to ascertain your next objective.

 **Quest** : You are currently working on a story quest.



MINI-MAP

This shows your immediate surroundings and current location.

MINI-MAP ICONS

-  Position / Bearing
-  Camera direction
-  Monster
-  Destination



DAY / NIGHT

See **P.15** for further details.

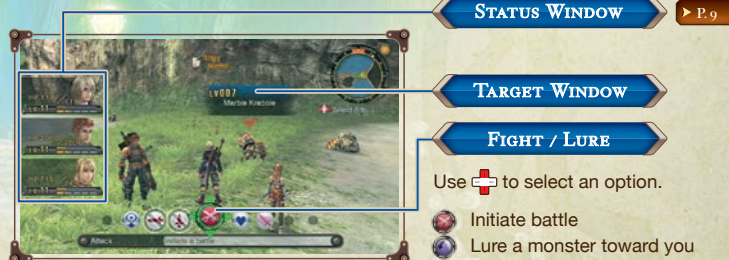
TIME

FIELD: ENEMY ENCOUNTERS

Attack a monster in the field to initiate a battle. But be careful – some monsters will see the party coming and attack first!

TARGET

Press **Z** to target the closest monster and display information about it. Hold **Z** and **+** to change targets. Press **Z** again to shift the target back to the closest monster. Press **B** to cancel targeting.



TARGET WINDOW

This shows the monster's level, sense type (if any), and danger level. The sense type determines what will provoke a monster to attack you.

⌘ DANGER LEVEL ⌘

Easy	Weak	Equal	Strong	Danger

⌘ SENSE TYPE ⌘

	VISUAL	Attacks your party on sight.
	SOUND	Attacks your party when it hears your footsteps close by.
	ETHER	Attacks your party when ether is used near it.
	GROUP LOYALTY	Attacks if a member of its group is in combat with your party.
	SPECIES LOYALTY	Attacks if a member of its species (kindred monster) is in combat with your party.

Note: Monsters considered "easy" will not attack you unless they are unique monsters. Unique monsters are adversaries powerful enough to have their own names. They will always attack you regardless of their danger level.

BATTLE: BASICS

You will fight many battles during your adventure. Knowing how battles work will help ensure your victory! All characters will attack regularly (autoattack) without being instructed to, but you can also unleash Arts to fight even more effectively, and give general directions to the other party members.

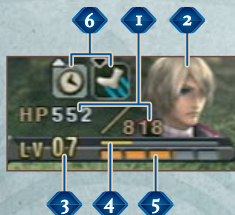
BATTLE SCREEN



STATUS WINDOW

STATUS WINDOW

Information about your party members is displayed here.

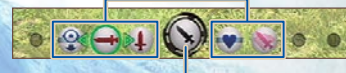


- 1 **Current HP / Max HP**
- 2 **Character's Tension** ▶ P.10
- 3 **Level**
- 4 **SP Bar**
A new skill will be learned each time this is filled.
- 5 **EXP Bar**
When this fills up, the character will level up.
- 6 **Current Buffs / Debuffs**

USING ARTS

Select an Art from the Battle Palette using and press to confirm. Arts can have various effects. For example, some are special attacks, and some have healing qualities. Certain Arts will require you to select a party member as the target using . The color of the Art represents the effect of that Art.

TALENT ART



ARTS

These will be crossed out when you are outside the range of a target.

COOLDOWN

After you use an Art, it will turn grey and be unusable for a short period known as "cooldown time." After this period, the Art will light up and can be used again. The cooldown time is different for each Art. The cooldown system for Talent Arts (the large circle in the center of the Battle Palette) varies from character to character. For more details, see the in-game tutorials.



TENSION

Each character has five levels of Tension that represent their individual morale. These range from panicked (lowest level) to focused (highest level). If a character's Tension is high, he or she has more chance of scoring a critical hit and less chance of missing an attack.



PARTY GAUGE

This represents the party's team spirit. You can raise this by encouraging other characters, using Arts with special effects, and scoring/avoiding critical hits. The Party Gauge will slowly empty while you are not in battle. You need at least one full block to revive other characters and warn them about future attacks seen during visions. If all three blocks are full, you will be able to unleash a chain attack.

BLOCK



Full blocks will flash.

PARTY COMMANDS

Direct your party during battle with the following commands.

Z + A	FOCUS ATTACKS!	All party members will attack the monster you are targeting.
Z + B	ENGAGE AT WILL!	Your party members will act as needed depending on the situation.
Z + +	COME TO ME!	Call your party to your side. They will not attack until you issue one of the other commands.

AGGRO RING

If a character is being targeted by a monster, the character will be surrounded by a red ring, with a yellow arrow pointing toward the monster. Dealing damage or healing another targeted character can draw aggro to your character.



MONSTER'S DIRECTION

WINNING A BATTLE

The party will receive EXP, AP, and SP for defeating a monster. If a treasure chest appears, open it to pick up items. You cannot open treasure chests while in battle or if a red warning line is on the bottom of the screen.



EXP (EXPERIENCE POINTS)	Earn EXP to level up a character. You may also earn Affinity Coins or new Arts while leveling up.
AP (ART POINTS)	Use these points to level up character Arts.
SP (SKILL POINTS)	Earn these to learn new skills.

INCAPACITATION

If you have less than one block in the Party Gauge and the party leader is Incapacitated, the battle will end, and you will be returned to the last landmark you visited. If there is at least one block filled, a party member will try to revive the party leader.

If you become Incapacitated outside of battle (because of a long fall, etc.) you will be sent directly to the last landmark you visited.

RECOVERY

When outside of battle, the party's HP will slowly replenish. Incapacitated characters will also recover.

MENU

Use the in-game menu while in the field to access useful information, adjust your party configuration, and change other game settings. Further menu options will become available as you progress through the game. Use **+** or **○** to navigate the menus.

MENU PALETTE

Press **-** while on the field to display the **Menu Palette**. Select a menu item using **+**, then press **A** to confirm.



MENU PALETTE

AREA MAPS

View maps of the places you've visited so far, and use Skip Travel to return to them.

AREA LIST

This displays all of the areas you have visited so far. Select an area to show that map.

AREA MAP

This is a detailed map of the selected area. To change floor, hold **Z** and press **+**. Select **A** to Skip Travel to that landmark.

ITEMS

Check your inventory, Collectopaedia, and craft ether gems. (this option is only available later in the game...)

INVENTORY

View detailed information about all of your items, separated by category. Use the tabs to change categories, and press **C** to change how the items are sorted. Select an item and press **A** to use or discard it.

EQUIPMENT STATS

ITEMS

E Equipped item **S** Item with slots for ether gems
U Unique items with fixed ether gems



CATEGORIES

GEM CRAFTING

Two characters can work together to refine ether crystals into ether gems with special qualities. These gems can then be added to your equipment.

Note: You can begin crafting by speaking to the Gem Man in Colony 9 after a certain point in the story.

COLLECTOPAEDIA

Register your collectable items in the Collectopaedia. Register all items within a category or area to receive bonus items! Entries for items you do not yet possess will be grayed out.

ARTS AND SKILLS

Set and develop your Arts and skill sets here. These features will become available as you progress through the game.

ARTS

Here you can set which Arts appear in the **Battle Palette** and also level up Arts. To set Arts, select a slot and press (C) to confirm, then select an Art and press (A) to swap the two around. To level up an Art, select that Art in the list and press (A), then confirm Leveling up Arts uses AP. Hold (Z) and use (A) to switch characters.

PARTY

Set your party formation and party members' equipment. To swap party members, select a member and press (C), then select another member and press (A).

Note: At certain points in the game you will be unable to change your party formation.

CHANGE EQUIPMENT

Change each party member's equipment here. Select an equipment type, then select the item to equip.

SLOT

Ether gems can be added to equipment. The amount of available slots varies for each item of equipment.

SELECTING EQUIPMENT

Stats in **blue** will be raised by equipping the item, while stats in **red** will be lowered. Select an item to equip it.

ITEMS

- E Equipped
- E Equipped by another character
- E Gem inserted into a non-equipped item

JOURNAL

Check here for access to game records and information.

QUEST LOG

This is a list of the quests you have undertaken. Select a quest to view details such as the quest giver, location, and reward.

QUEST

Completed quests are marked with .

-  Quest
-  Story Quest
-  Time-Limited Quest



TIME-LIMITED QUESTS

Some quests can only be completed within a certain time. Once you pass a certain point in the story, you can no longer complete these quests.

AFFINITY CHART

This details the status of relationships between characters in the game. It is split between party members and the inhabitants of various locations.

AFFINITY WITH THE PUBLIC

As you gain greater affinity with the people of a settlement, you will raise your reputation in that area. This will lead to you receiving more prestigious quests and getting better items when trading. You can take on as many quests as you want, so don't be shy about helping people!

AFFINITY CHART : PARTY

An icon appears between characters to show their affinity. Use (A) to switch characters.

HEART-TO-HEARTS

This is a list of all Heart-to-Hearts you have discovered, including its location and the character and affinity requirements.

PASSAGE OF TIME

At night, tougher monsters will be on the prowl, but rare items will be easier to find. Different people are around at different times as well, so keep an eye on the clock!



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SUPPORT.NINTENDO.COM
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NEED HELP PLAYING A GAME?

For game play assistance, we recommend using your favorite Internet search engine to find tips for the game you are playing. Some helpful words to include in the search, along with the game's title, are: "walk through," "FAQ," "codes," and "tips."

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Nous vous suggérons d'utiliser votre moteur de recherche préféré pour trouver des astuces sur Internet. Essayez quelques-uns de ces mots clés dans votre recherche : « solution complète », « FAQ », « codes », « trucs » et « astuces ».

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Si necesitas ayuda para avanzar en los juegos, te recomendamos que uses el motor de búsqueda que prefieras para encontrar consejos para el juego. Algunas de las palabras que te ayudarán en tu búsqueda, además del título, son "instrucciones paso a paso", "preguntas frecuentes", "códigos" y "consejos".



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